

## LIST OF CLAIMS / AMENDMENTS

Claims 15, 18-20, 24, 44, 56-60, 62-65, 67, and 69 were previously canceled.

Please amend claims 1, 5-9, 26, 31, 49, 61, 66, and 68 as shown herein.

Claims 1-14, 16-17, 21-23, 25-43, 45-55, 61, 66, and 68 are pending and listed following:

**1. (currently amended)** A method, comprising:

- receiving audio content from one or more sources;
- providing an audio content component for each source of audio content, each audio content component generating event instructions from the received audio content;
- processing the event instructions to produce audio instructions;
- providing dynamically generating audio rendition managers that each correspond to an audio rendition, an audio rendition manager including dynamically allocated components that include a synthesizer component, audio buffers, and logical buses that each correspond to one of the audio buffers;
- routing the audio instructions to the audio rendition managers that process the audio instructions to render the corresponding audio renditions;
- processing the audio instructions with the synthesizer component to generate multiple streams of audio wave data;
- assigning ~~each~~ at least one of the multiple streams of audio wave data to ~~one or more~~ than one of the logical buses where a logical bus receives one or more

1 of the streams the logical buses receive the at least one stream of audio wave data  
2 from the synthesizer component; and

3 routing audio wave data streams assigned to a particular logical bus to the  
4 audio buffer corresponding to said particular logical bus.

5  
6 **2. (original)** A method as recited in claim 1, wherein each audio  
7 content component is a component object having an interface that is callable by a  
8 software component, the software component directing said generating the event  
9 instructions.

10  
11 **3. (previously presented)** A method as recited in claim 1, wherein  
12 each audio rendition manager is a component object having an interface that is  
13 callable by a software component, the software component performing said  
14 routing the audio instructions to the audio rendition managers.

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16 **4. (previously presented)** A method as recited in claim 1, further  
17 comprising providing a software component, wherein each audio content  
18 component is a component object having an interface that is callable by the  
19 software component, the software component directing said generating the event  
20 instructions, and wherein each audio rendition manager is a component object  
21 having an interface that is callable by the software component, the software  
22 component performing said routing the audio instructions to the audio rendition  
23 managers.  
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1           **5. (currently amended)**     A method as recited in claim 1, further  
2 comprising ~~providing~~ dynamically generating a performance manager that  
3 performs said providing an audio content component for each source of audio  
4 content, and performs said ~~providing~~ dynamically generating the audio rendition  
5 managers that each correspond to an audio rendition.

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7           **6. (currently amended)**     A method as recited in claim 1, the  
8 method further comprising ~~providing~~ dynamically generating a performance  
9 manager as a component object that performs said providing an audio content  
10 component for each source of audio content, and performs said ~~providing~~  
11 dynamically generating the audio rendition managers.

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13           **7. (currently amended)**     A method as recited in claim 1, further  
14 comprising ~~providing~~ dynamically generating a performance manager as a  
15 component object, wherein each audio content component is a component object  
16 having an interface that is callable by the performance manager, the performance  
17 manager directing said generating the event instructions, and wherein each audio  
18 rendition manager is a component object having an interface that is callable by the  
19 performance manager, the performance manager performing said routing the audio  
20 instructions to the audio rendition managers.  
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1           **8. (currently amended)**     A method as recited in claim 1, further  
2 comprising ~~providing~~ dynamically generating a performance manager that  
3 performs said receiving the audio content, providing an audio content component  
4 for each source of audio content, processing the event instructions, and routing the  
5 audio instructions.

6  
7           **9. (currently amended)**     A method as recited in claim 1, further  
8 comprising providing a performance manager that performs said receiving the  
9 audio content, providing an audio content component for each source of audio  
10 content, processing the event instructions, ~~providing~~ dynamically generating the  
11 audio rendition managers, and routing the audio instructions.

12  
13           **10. (original)**     A method as recited in claim 1, wherein the audio  
14 content includes digital audio samples.

15  
16           **11. (original)**     A method as recited in claim 1, wherein the audio  
17 content includes MIDI data.

18  
19           **12. (original)**     A method as recited in claim 1, wherein each audio  
20 content component has one or more event instruction components that perform  
21 said generating the event instructions.  
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1           **13. (original)** A method as recited in claim 1, wherein each audio  
2 content component has one or more event instruction components that perform  
3 said generating the event instructions, each event instruction component  
4 corresponding to part of the received audio content.

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6           **14. (previously presented)** A method as recited in claim 1, further  
7 comprising each audio content component generating event instructions and  
8 routing the event instructions to the audio rendition managers before said  
9 processing the event instructions.

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11           **15. (canceled)**

12  
13           **16. (previously presented)** A method as recited in claim 1, wherein  
14 the audio rendition managers receive audio instructions originating as event  
15 instructions from one or more of the audio content components.

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17           **17. (original)** A method as recited in claim 1, wherein one audio  
18 rendition manager receives audio instructions originating as event instructions  
19 from one or more of the audio content components.

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21           **18-20. (canceled)**

1           **21. (previously presented)** A method as recited in claim 1, wherein  
2 the synthesizer component includes multiple channel groups, each channel group  
3 having a plurality of synthesizer channels to receive the audio instructions, and  
4 wherein the audio rendition manager includes a mapping component having  
5 mapping channels corresponding to the plurality of synthesizer channels;

6           the method further comprising:

7                 assigning the mapping channels to receive the audio instructions;

8           and

9                 routing the audio instructions to a particular synthesizer channel in  
10           accordance with the mapping channel assignments.

11  
12           **22. (original)** One or more computer-readable media comprising  
13 computer-executable instructions that, when executed, direct a computing system  
14 to perform the method of claim 1.

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16           **23. (original)** One or more computer-readable media comprising  
17 computer-executable instructions that, when executed, direct a computing system  
18 to perform the method of claim 7.

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20           **24. (canceled)**

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22           **25. (original)** One or more computer-readable media comprising  
23 computer-executable instructions that, when executed, direct a computing system  
24 to perform the method of claim 21.  
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2       **26. (currently amended)**     A method, comprising:  
3       ~~providing~~ dynamically generating a performance manager that performs  
4 acts comprising:  
5       receiving audio content from one or more sources;  
6       providing an audio content component for each source of audio content,  
7 each audio content component generating event instructions from the received  
8 audio content;  
9       processing the event instructions to produce audio instructions;  
10       ~~providing~~ dynamically generating audio rendition managers that each  
11 correspond to an audio rendition, each audio rendition manager including  
12 dynamically allocated components that include a synthesizer component that  
13 receives the audio instructions and generates audio wave data, one or more audio  
14 buffers that process the audio wave data, and logical buses that each correspond to  
15 one of the audio buffers, each audio rendition manager:  
16       assigning the audio wave data to one or more of the logical buses that each  
17 receive one or more streams of audio wave data from the synthesizer component,  
18 where at least one stream of audio wave data is assigned to more than one of the  
19 logical buses; and  
20       routing the audio wave data assigned to a particular logical bus to the audio  
21 buffer corresponding to said particular logical bus to render the corresponding  
22 audio renditions.  
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1           **27. (original)** A method as recited in claim 26, wherein the  
2 performance manager is a component object having an interface that is callable by  
3 a software component.

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5           **28. (original)** A method as recited in claim 26, wherein the  
6 performance manager is a component object, and wherein each audio content  
7 component is a component object having an interface that is callable by the  
8 performance manager, the performance manager directing said generating the  
9 event instructions.

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11           **29. (original)** A method as recited in claim 26, wherein each audio  
12 rendition manager is a component object having an interface that is callable by a  
13 software component.

14  
15           **30. (original)** A method as recited in claim 26, wherein the  
16 performance manager is a component object, and wherein each audio rendition  
17 manager is a programming object having an interface that is callable by the  
18 performance manager.

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20           **31. (currently amended)** A method as recited in claim 26, wherein  
21 the performance manager is a component object that performs said providing  
22 dynamically generating the audio rendition managers, and wherein each audio  
23 rendition manager is a component object having an interface that is callable by the  
24 performance manager.  
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2       **32. (original)** A method as recited in claim 26, wherein the audio  
3 content includes digital audio samples.  
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5       **33. (original)** A method as recited in claim 26, wherein the audio  
6 content includes MIDI data.  
7

8       **34. (original)** A method as recited in claim 26, wherein each audio  
9 content component has one or more event instruction components that perform  
10 said generating the event instructions.  
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12       **35. (original)** A method as recited in claim 26, wherein each audio  
13 content component is a component object having an interface that is callable by  
14 the performance manager, and wherein each audio content component has one or  
15 more event instruction components that are component objects having an interface  
16 that is callable by the audio content component, the one or more event instruction  
17 components performing said generating the event instructions.  
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19       **36. (previously presented)** A method as recited in claim 26, further  
20 comprising each audio content component generating event instructions, and  
21 routing the event instructions to the audio rendition managers before said  
22 processing the event instructions.  
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1           **37. (previously presented)** A method as recited in claim 26, further  
2 comprising a particular audio content component generating event instructions,  
3 said processing the event instructions to produce audio instructions, and routing  
4 the audio instructions resulting from the particular audio content component to the  
5 audio rendition managers.

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7           **38. (previously presented)** A method as recited in claim 26, wherein  
8 the audio rendition managers receive audio instructions originating as event  
9 instructions from one or more of the audio content components.

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11           **39. (original)** A method as recited in claim 26, wherein one audio  
12 rendition manager receives audio instructions originating as event instructions  
13 from one or more of the audio content components.

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15           **40. (original)** A method as recited in claim 26, wherein the  
16 synthesizer component is a component object having an interface that is callable  
17 by a software component.

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19           **41. (original)** A method as recited in claim 26, wherein each audio  
20 rendition manager is a component object, and wherein the synthesizer component  
21 is a component object having an interface that is callable by the audio rendition  
22 manager providing the synthesizer component.

1           **42. (previously presented)** A method as recited in claim 26, wherein  
2 the one or more audio buffers are component objects, each audio buffer having an  
3 interface that is callable by a software component.

4  
5           **43. (previously presented)** A method as recited in claim 26, wherein  
6 each audio rendition manager is a component object, and wherein the one or more  
7 audio buffers are component objects, each audio buffer having an interface that is  
8 callable by the audio rendition manager providing the audio buffer.

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10          **44. (canceled)**

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12          **45. (previously presented)** A method as recited in claim 26, wherein  
13 the synthesizer component includes multiple channel groups, each channel group  
14 having a plurality of synthesizer channels that receive the audio instructions, and  
15 wherein each audio rendition manager includes a mapping component having  
16 mapping channels corresponding to the plurality of synthesizer channels, each  
17 audio rendition manager;

18           assigning the mapping channels to receive the audio instructions; and

19           routing the audio instructions to the synthesizer channels in accordance  
20 with the mapping channel assignments.

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22          **46. (original)** One or more computer-readable media comprising  
23 computer-executable instructions that, when executed, direct a computing system  
24 to perform the method of claim 26.  
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2       **47. (original)** One or more computer-readable media comprising  
3 computer-executable instructions that, when executed, direct a computing system  
4 to perform the method of claim 31.

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6       **48. (original)** One or more computer-readable media comprising  
7 computer-executable instructions that, when executed, direct a computing system  
8 to perform the method of claim 45.  
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1           **49. (currently amended)**       An audio generation system, comprising:

2           a performance manager having an audio content component that generates  
3           event instructions from audio content received from one or more sources, the  
4           performance manager being dynamically generated and configured to process the  
5           event instructions to produce audio instructions; ~~and~~

6           audio rendition managers that are dynamically generated and that each  
7           correspond to an audio rendition, an audio rendition manager configured to receive  
8           the audio instructions and process the audio instructions to render the  
9           corresponding audio rendition, the audio rendition manager having dynamically  
10          allocated processing components including:

11          a synthesizer component having multiple channel groups, each channel  
12          group having a plurality of synthesizer channels configured to process the audio  
13          instructions to generate audio wave data;

14          a mapping component having mapping channels corresponding to the  
15          plurality of synthesizer channels, the mapping component configured to designate  
16          the synthesizer channels that receive the audio instructions via the respective  
17          mapping channels;

18          one or more audio buffers configured to process the audio wave data; and

19          a multi-bus component that defines logical buses corresponding  
20          respectively to the one or more audio buffers, the multi-bus component configured  
21          to receive the audio wave data at the defined logical buses, and route audio wave  
22          data that is received at a particular logical bus to the audio buffer corresponding to  
23          the particular logical bus.

1           **50. (original)** An audio generation system as recited in claim 49,  
2 further comprising a second audio rendition manager that corresponds to a second  
3 audio rendition, the second audio rendition manager configured to receive the  
4 audio instructions and process the audio instructions to render the corresponding  
5 second audio rendition.

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7           **51. (original)** An audio generation system as recited in claim 49,  
8 further comprising a second audio rendition manager that corresponds to a second  
9 audio rendition, the second audio rendition manager configured to receive the  
10 audio instructions and process the audio instructions to render the corresponding  
11 second audio rendition, wherein the audio rendition and the second audio rendition  
12 are rendered together.

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14           **52. (original)** An audio generation system as recited in claim 49,  
15 wherein the performance manager is a component object having an interface that  
16 is callable by a software component.

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18           **53. (original)** An audio generation system as recited in claim 49,  
19 wherein the audio rendition manager is a component object having an interface  
20 that is callable by a software component.  
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1           **54. (original)** An audio generation system as recited in claim 49,  
2 wherein the performance manager is a component object, and wherein the audio  
3 content component is a component object having an interface that is callable by  
4 the performance manager.

5           **55. (original)** An audio generation system as recited in claim 49,  
6 wherein the performance manager is a component object, and wherein the audio  
7 rendition manager is a component object provided by the performance manager,  
8 the audio rendition manager having an interface that is callable by the performance  
9 manager.  
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11           **56-60. (canceled)**  
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1           **61. (currently amended)**       An audio rendition manager, comprising:

2           a dynamically allocated synthesizer component having channel groups that  
3 each have synthesizer channels configured to receive audio instructions and  
4 produce one or more streams of audio wave data from the received audio  
5 instructions;

6           an additional dynamically allocated synthesizer component having  
7 additional channel groups that each have additional synthesizer channels  
8 configured to receive the audio instructions and produce the one or more streams  
9 of audio wave data from the received audio instructions;

10          a dynamically allocated mapping component having mapping channels  
11 corresponding to the synthesizer channels and the additional synthesizer channels,  
12 the mapping component configured to receive the audio instructions from one or  
13 more sources, designate the synthesizer channels and the additional synthesizer  
14 channels that receive the audio instructions via the respective mapping channels,  
15 and route the audio instructions to the synthesizer channels and to the additional  
16 synthesizer channels; and

17          a plurality of dynamically allocated audio buffers that receive one or more  
18 of the streams of audio wave data.

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20           **62-65. (canceled)**  
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1           **66. (currently amended)**     An audio rendition manager as recited in  
2 claim 61, further comprising a dynamically allocated multi-bus component that  
3 defines logical buses corresponding respectively to the plurality of audio buffers,  
4 the multi-bus component configured to receive the one or more streams of audio  
5 wave data at the defined logical buses and route one or more of the streams of  
6 audio wave data received at a particular logical bus to the audio buffer  
7 corresponding to the particular logical bus, and wherein at least one stream of  
8 audio wave data is assigned to more than one of the defined logical buses.

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10           **67. (canceled)**

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12           **68. (currently amended)**     An audio rendition manager as recited in  
13 claim 61, further comprising a dynamically allocated performance manager that  
14 receives audio content from one or more sources, the performance manager  
15 configured to instantiate an audio content component for each source of audio  
16 content, each audio content component generating event instructions from the  
17 received audio content, and wherein the performance manager is configured  
18 process the event instructions to produce the audio instructions.

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20           **69. (canceled)**